

## - SEQUENCE -

- A set of integers that are generated in order on a specific demand.
- Frequently used in the databases to give data a unique value.

### 1.1. CREATING SEQUENCE

```
CREATE SEQUENCE FRIEND_SEQ  
  START WITH 1 *  
  INCREMENT BY 1 *  
  MAXVALUE 9999  
  MINVALUE 1 *  
  NOCACHE  
  NOCYCLE;
```

\*: default (no need to specify)"

NOCACHE: indicate that values of the sequence are not pre-allocated. (otherwise database caches 20 sequence numbers by default)

### 1.2. ADDING NEXT VALUE

```
FRIEND_SEQ.NEXTVAL
```

### 1.3. PRINTING CURRENT VALUE

```
FRIEND_SEQ.CURRVAL
```

### 1.4. DELETING SEQUENCE

```
DROP SEQUENCE FRIEND_SEQ
```

### 1.5. EDIT SEQUENCE

```
ALTER SEQUENCE FRIEND_SEQ [INCREMENT BY x] [START WITH x] [MAXVALUE x][MINVALUE x];
```